COSMERE®
ROLEPLAYING GAME

CHARACTER NAME	LEVEL
	1
PATHS	**ANCESTRY**
Envoy (Faithful)	Human

PLAYER NAME

PHYSICAL

STRENGTH	DEFENSE	SPEED
1	13	2

HEALTH MAXIMUM	CURRENT	DEFLECT
11		0

COGNITIVE

INTELLECT	DEFENSE	WILLPOWER
3	14	1

FOCUS MAXIMUM	CURRENT
3	

SPIRITUAL

AWARENESS	DEFENSE	PRESENCE
3	15	2

INVESTITURE MAXIMUM	CURRENT

2	AGILITY (SPD)	○○○○○
1	ATHLETICS (STR)	○○○○○
1	HEAVY WEAPONRY (STR)	○○○○○
3	LIGHT WEAPONRY (SPD)	●○○○○
2	STEALTH (SPD)	○○○○○
2	THIEVERY (SPD)	○○○○○
	_____ (___)	○○○○○

3	CRAFTING (INT)	○○○○○
3	DEDUCTION (INT)	○○○○○
3	DISCIPLINE (WIL)	●●○○○
1	INTIMIDATION (WIL)	○○○○○
5	LORE (INT)	●●○○○
3	MEDICINE (INT)	○○○○○
	_____ (___)	○○○○○

2	DECEPTION (PRE)	○○○○○
3	INSIGHT (AWA)	○○○○○
2	LEADERSHIP (PRE)	○○○○○
3	PERCEPTION (AWA)	○○○○○
2	PERSUASION (PRE)	○○○○○
3	SURVIVAL (AWA)	○○○○○
	_____ (___)	○○○○○

LIFTING CAPACITY	MOVEMENT	RECOVERY DIE	SENSES RANGE
200 lb.	25 ft.	1d6	20 ft.

CONDITIONS & INJURIES

WEAPONS

Staff - Melee, Two-Handed
+3 vs. Physical (1d6 + 3 impact damage)
- *Discreet: Gain an advantage to conceal*
- *Defensive: Brace without cover*

EXPERTISES

[Cultural] Alethi, Veden: You speak these languages, and you know basic facts and can make tests to recall obscure information about these cultures.

[Utility] History, Literature, Vorinism: You automatically succeed on basic tests related to this expertise and can make difficult tests others couldn't even attempt.

TALENTS

ROUSING PRESENCE (▸)
Choose an ally you can influence. They become Determined until they benefit from that condition or until the scene ends.

GALVANIZE (▸▸)
Once per scene, choose an ally you can influence. They can roll their recovery die (no action required) and recover focus equal to the result.

STORMLIGHT™ CAMPAIGN SETTING

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SPIRITUAL

AWARENESS	DEFENSE	PRESENCE
3	15	2

CHARACTER APPEARANCE

ARMOR & EQUIPMENT

Ardent Uniform - *Presentable: This armor doesn't impose a disadvantage on tests in non-military conversation scenes.*

Staff

Academic Kit
- Backpack
- Common clothing
- Ink Pen
- Bottle of ink
- Sheet of paper ×10
- Empty vial ×3
- Block of wax
- Reference book on Religions of Roshar: *When you have time to reference this book, you count as having its utility expertise.*
- Poison (weak, 1 dose): ► *to apply to food, liquid, container, weapon, ammunition. Target must succeed on a DC 12 Athletics test or take 1d6 vital damage.*

MARKS 15

PURPOSE

OBSTACLE

GOALS

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_____ ○○○
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_____ ○○○

OTHER TALENTS & ABILITIES

EXPERTISES (continued)
[Weapon] Staff: You can benefit from this weapon's expert traits (included).

NOTES

In the **Vorin ardentia**, priests conduct rites and rituals to worship the Almighty and the Heralds on behalf of the household or nation they serve. Their duties include burning glyphwards in prayer and performing other rituals so the nobility they serve needn't burden themselves. Each ardent belongs to a devotary and follows its precepts. Unrestricted by typical Vorin gender roles, ardents of all genders can pursue various arts and studies, which they teach to others on request.

At level 2, to advance this character, gain:
- 5 health
- 1 rank in Light Weaponry and 1 rank in Medicine (increasing the modifiers by 1)
- The Customary Garb talent

CONNECTIONS